



Digital Printing on CeramicSteel File Submission Guidelines

The following guidelines define the types of files and resolutions that are suggested to ensure your files print as intended. If you have any questions, please contact:

Polyvision Studio
PVStudioteam@polyvision.com

OPERATING SYSTEMS

Polyvision supports files built on both the Windows and Macintosh platforms. Since fonts are not typically cross-platform compatible, please see notes below concerning fonts for your files.

SOFTWARE

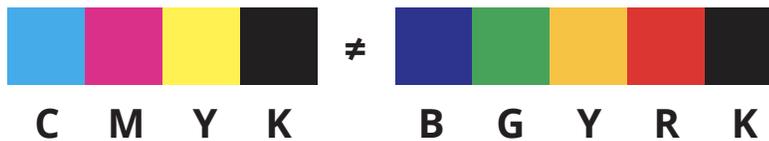
Polyvision prefers files built in Adobe Illustrator CC (2015 or later) Adobe Photoshop CC (2015 or later), and Adobe InDesign CC (2015 or later). If you are working in a program other than Adobe CC, please export your file to a PDF using the PDF/X-1:2001 standard settings. Please be aware that PDF files cannot be easily manipulated if corrections need to be made by Polyvision.

ARTWORK

- Submit artwork at 100% final print size.
- Vector artwork can be built at a proportionally smaller percentage (i.e., 50%, 25% etc). Please indicate percentage.
- Pixel images should be at a minimum of 300 pixels per inch (PPI) at full output size.
- Files should be in the CMYK color mode. Embed Pantone spot colors where applicable and do not convert spot colors to CMYK.
- Save pixel based files as .TIFF, .PSB, or .PSD. When saving TIFFs, do not use LZW compression.
- Include .25" of bleed on each side of artwork.
- Link placed images as opposed to embedding them. Provide linked files.
- When submitting a flattened image file, please also provide the original layered Adobe Photoshop document (.psd or .psb) when applicable. This will allow the file to be adjusted if necessary.
- If you intend to use combinations of type and images, and/or effects such as drop shadows and gradients, PolyVision strongly recommends that these files be built in Photoshop as undesired results can occur when these effects are applied in InDesign and Illustrator.
- All fonts should be converted to outlines or curves.

COLOR GAMUT

Ceramic Inks for digital printing are formulated with various finely ground organic pigments and inorganic oxide-based pigments to create Blue, Green, Yellow, Red, and Black base colors used in digital ceramic printers. These inks differ from the traditional process color inks Cyan, Magenta, Yellow, and Black (CMYK) where the inks are made with synthetic dye compounds.



The absence of Magenta and Cyan in ceramic ink limits the color range in that bright pink, purple, and high-value light blues are not attainable. Artwork with these hues will be automatically adjusted by the RIP printer software to fall within the ceramic ink gamut and will tend to present with a dull or gray/brown appearance. For the best results, it is ideal to avoid pink, purple, and high-value light blue hues if at all possible.

The ceramic inks used for digital printing fuse into the enamel surface of CeramicSteel sheet to produce a permanently colorfast and durable surface unlike any other architectural panel product produced on a CMYK-based printing device.

GRAIN (DOT SIZE)

The print heads in Polyvision's digital printer generate "dots" that is relatively large in size to allow for the powdered pigment granules in the ink solution to be dispensed onto the surface while printing. Each color in the artwork is created from varying amounts of colored dots from the Blue, Green, Yellow, Red, and Black base ink colors. This produces the appearance of "grain" in the finished print. The grain structure will vary depending on the hues in the artwork and the type of artwork. Generally, lighter colors will appear grainier than darker colors, and vector art with solid colors or gradients may appear grainier than raster images. This is only a concern when the finished piece is viewed up close. Even very grainy artwork appears smooth from 4-6 feet away.